

Atty. Docket No.: 56578-308391
Serial No.: 08/727.403

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FEB 18 2005

AMENDMENT

In the Claims:

Amendment to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Please amend claims 1-3 and 9.

Please add new claim 17 and 18.

1. (Currently Amended) A method for interactively viewing and editing a digital image on a computer system comprising the steps of:
 - storing an archival digital image in the computer system;
 - maintaining in the computer system a state list, characterizing a sequence of image-editing operations to be applied to the archival digital image in order to generate a current edited rendition of the digital image;
 - maintaining in the computer system a set of viewing data, characterizing the resolution, offset and extent at which to view the current edited rendition of the archival digital image;
 - maintaining in the computer system a cache of image tiles comprising portions of views of edited renditions of the archival digital image, wherein each image tile is associated with a state in the state list; and thereafter
 - updating, in response to image-viewing and image-editing instructions, the viewing data and the state list accordingly, and
 - assembling in the image tile cache in response to image-viewing and image-editing instructions, a set of image tiles sufficient to generate the current view of the current edited

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rendition of the archival digital image, wherein assembling comprises using the state list to compute a current image tile based on an image tile associated with a previous state.

2. (Currently Amended) The method of claim 1 wherein said step of assembling includes a step for each tile in the set of image tiles, comprises

- a) locking the tile in the tile cache when it is ascertained that the tile is in the tile cache;
- b) generating the tile from the ~~image file~~ archival digital image, copying the generated tile into the tile cache, and locking the copied tile in the tile cache when it is ascertained that a current image state is an initial unedited state; and
- c1) ascertaining, when the tile is not in the tile cache or when the current image state is not in the initial unedited state, a set of supplier tiles in a prior state sufficient so that the tile can be generated from the set of supplier tiles by application of the image viewing and image-editing instructions, and
- c2) assembling the second set of supplier tiles, and
- c3) applying the image-viewing and image-editing instructions to the set of supplier tiles so as to generate the tile and copying the generated tile into the tile cache, and locking the copied tile in the tile cache.

3. (Currently Amended) The method of claim 2 wherein the supplier tiles in the prior state are assembled, for each tile in the set of supplier tiles, by:

- a) locking the tile in the tile cache when it is ascertained that the tile is in the tile cache;
- b) generating the tile from the ~~image file~~ archival digital image, copying the generated tile into the tile cache, and locking the copied tile in the tile cache when it is ascertained that a current image state is an initial unedited state; and
- c1) ascertaining, when the tile is not in the tile cache or when the current image state is not in the initial unedited state, a second set of supplier tiles in a prior state sufficient so that the

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tile can be generated from the second set of supplier tiles by application of the image-viewing and image-editing instructions of the prior state, and

- c2) assembling the second set of supplier tiles, and
- c3) applying the image-viewing and image-editing instructions of the prior state to the second set of supplier tiles so as to generate the tile and copying the generated tile into the tile cache, and locking the copied tile in the tile cache.

4. (Original) The method of claim 2 wherein assembling the set of supplier tiles of a tile in the set of image tiles comprises:

- a) ascertaining the region in the prior state from which the tile in the set of image tiles is generated, and
- b) ascertaining the set of prior-state tiles intersecting the region, and
- c) assembling all the supplier tiles in the set.

5. (Original) The method of claim 4 wherein assembling the set of supplier tiles of a tile in the set of supplier tiles comprises:

- a) ascertaining the region in the prior state from which the tile in the set of supplier tiles is generated, and
- b) ascertaining the set of prior-state tiles intersecting the region, and
- c) assembling all the supplier tiles in the set.

6. (Original) The method of claim 1 wherein the image-viewing instructions specify the extent of the view of the current edited rendition of the digital image by explicitly identifying the tiles to be viewed.

7. (Original) The method of claim 1 wherein the image-viewing instructions specify the extent of the view of the current edited rendition of the digital image by identifying the region to be viewed, whereupon the addresses of all tiles intersecting the region are computed.

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8. (Original) The method of claim 1 additionally comprising copying the set of image tiles sufficient to generate the current view of the current edited rendition of the archival digital image into the computer system's video display buffer so as to generate the current view of the edited rendition of the archival digital image.

9. (Currently Amended) A computer system for interactively viewing and editing a digital image comprising:

- an electronic digital-data storage device, operative to hold a plurality of archival digital images;
- a state list, characterizing a sequence of image-editing operations to be applied to a given archival digital image in order to generate a current edited rendition of the digital image,
- a set of viewing data, characterizing the resolution, offset and extent at which to view the current edited rendition of the given digital image;
- a cache of image tiles comprising portions of views of edited renditions of the archival digital image, each tile identifying a state in the state list,
- a video digital display device;
- a digital video memory buffer, containing digital data displayed by the video digital display device;
- a user-input device;
- a user-input module, operative to receive signals from the user-input device and translate them into image-viewing and image-editing instructions; and
- an application module, operative[[.]]
to receive image-viewing and image-editing instructions from the user-input module,

and

- to update the viewing data and the state list in response to the image-viewing and image-editing instructions, and

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to assemble in the system's tile cache in response to the image-viewing and image-editing instructions, a set of image tiles sufficient to generate the current view of the current edited rendition of the archival digital image by using the state list, and

to copy the set of image tiles sufficient to generate the current view of the current edited rendition of the archival digital image into the computer system's video display buffer so as to generate the current view of the edited rendition of the archival digital image.

10. (Original) The computer system of claim 9 wherein the computer system comprises a plurality of computers connected by a network.

11. (Original) The computer system of claim 10 wherein the network is the Internet.

12. (Original) The computer system of claim 10 wherein the electronic digital-data storage device, the state list, the set of viewing data, and the cache of image tiles reside in a first server computer, and wherein the video digital display device, the digital video memory buffer, the user-input devices, and the user-input module reside in a second client computer, and wherein the application module is partitioned into a server application submodule resident in the server computer and a client application submodule resident in the client's computer.

13. (Original) The computer system of claim 12 wherein the client application submodule is operative:

to receive image-viewing and image-editing instructions from the user-input module,
and

to transmit the image-viewing and image-editing instructions to the server application submodule.

14. (Original) The computer system of claim 12 wherein the server application submodule is operative:

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to receive image-viewing and image-editing instructions from the client application submodule, and
to update the viewing data and the state list accordingly, and
to assemble in the tile cache, by inductive image generation and in response to image-viewing and image-editing instructions, a set of image tiles sufficient to generate the current view of the current edited rendition of the archival digital image, and
to transmit the set of image tiles to the client application submodule.

15. (Original) The computer system of claim 12 wherein the client application submodule is operative:

to receive image tiles sufficient to generate the current view of the current edited rendition of the archival digital image transmitted from the server application submodule, and

to copy the set of image tiles sufficient to generate the current view of the current edited rendition of the archival digital image into the computer system's video display buffer so as to generate the current view of the edited rendition of the archival digital image.

16. (Original) The computer system of claim 12 additionally comprising a second cache of image tiles residing in the client computer.

17. (New) The method as recited in claim 1 wherein the previous state is between an anchor state and a current state.

18. (New) The method as recited in claim 1 wherein the cache of image tiles include portions of views of multiple edited renditions.